

From kodiak@peabody Tue Feb 12 06:36:59 1985
Received: from peabody.amiga.uucp by peachfuzz.amiga.uucp (4.24/3.14)
id AAO3471; Tue, 12 Feb 85 06:36:53 pst
Received: by peabody.amiga.uucp (4.24/3.14)
id AAO9563; Tue, 12 Feb 85 06:31:42 pst
Date: Tue, 12 Feb 85 06:31:42 pst
From: kodiak@peabody (Robert [Kodiak] R. Burns)
Return-Path: <kodiak@peabody>
Message-Id: <8502121431.AAO9563@peabody.amiga.uucp>
To: all@peabody
Subject: naming conventions (IMPORTANT)
Status: R

Here are the proposed naming conventions for the Amiga PC. They carry with them a robust history that I shall not detail. Keith has some preliminary documentation that helps lead to these conventions, when combined with the momentum of the status quo. As with the release directory structure, more work needs to be done here: you can become involved a little by replying by mail with any comments you have, and you can become involved more by volunteering to help compose the many edit scripts that will be needed to convert all out code to this naming scheme.

I know it's massive, but try to get any feedback or questions back soon.

Names covered by this document are those public names that application programmers see when they develop code for the Amiga PC. Such names have the following characteristics in common:

- names are 30 characters or less in length
- names are case sensitive, but cannot differ only by case
- capitalization rules vary by name class (see below)
- leading characters are A-Z, a-z, or in some classes, _
- subsequent characters are A-Z, a-z, 0-9, or in some classes, _
- no use of reserved names (see attached list)

Public names fall into one of the following classes. If you know of a name that does not fall into one of these classes, a new class with class rules needs to be formed:

OS Library and Resource Function names: appear in the name space as a result of resolved external references

stack oriented ("C") language interface code:

- leading character is _
- the name sans _ is the same as the assembly offset name (see next)

assembly language A6 offset:

- the leading character is capitalized
- subsequent characters are generally lower case, except that the first character of an abbreviated word within the a compound name is capitalized
- the name has no defined prefix indicating what library or resource it is in, i.e. the HP64000-type name scheme SLAllocMem is instead just AllocMem

OS Device Command names: are treated as constants (see below)

OS Library and Resource Variables: are treated as structure field names

(see below)

Hardware addresses: use the same convention for "C" and assembler
absolute hardware register addresses: appear in the name space as a result of resolved external references

- leading character is _
- second character is upper case
- subsequent characters are lower case
- the name corresponds exactly to the name used in the hardware documentation

relative hardware register offsets from the chips or cia address base:
appear in the name space as a result of included header files

- no leading _
- all characters are lower case
- the name corresponds exactly to the name used in the hardware documentation

Structure names: appear in the name space as a result of included header files
stack oriented ("C") language structure:

- the leading character is capitalized
- subsequent characters are generally lower case, except that the first character of an abbreviated word within the a compound name is capitalized

assembly language offset:

- not applicable, the structures themselves have no names, but are instead encoded in the field names, below

Structure field names: appear in the name space as a result of included header files and use the same convention for "C" and assembler

- a prefix consisting of a concatenation of all the capitalized letters in the "C" structure name, downshifted and followed by an underscore.
- subsequent characters are generally lower case, except that the first character of each abbreviated word within the a compound name is capitalized, including the first word
- field names are unique
- structures within structures have shorthand names (currently to be implemented with #defines in "C") that consist of only the prefix of the leftmost name and the suffix of the rightmost name, e.g. mp->mp_Node.ln_Succ becomes mp->mp_Succ. Eventually we hope to generate these names such that they are cast to the correct "C" type. Also we hope to automatically generate assembly and "C" names from a common file.

Constants: appear in the name space as a result of included header files and use the same convention for "C" and assembler

- all capital letters
- a prefix consisting of a descriptive name of the variable or device that the constant is used for: e.g. CIA, DRAWMODE, KEYBOARD
- if the constant refers to a bit field, the prefix is terminated by "F" for a constant that would be used in an AND (&) or OR (|) operation, or terminated by "B" for a constant that is a bit number and thus used in a BTST operation or to describe a signal
- a delimiter _ separating the prefix from the name
- a name describing the constant value or bit field: e.g. CIAICRF_TIMER, DRAWMODE_XOR, KEYBOARD_READMATRIX

External names are globals resolved in the files .../lib/amiga.a for sun linkage and .../lib/amiga.lib for intermetrics linkage. Included header files for public names live in .../include/*/

From kodiak@peabody Tue Feb 12 06:39:25 1985
Received: from peabody.amiga.uucp by peachfuzz.amiga.uucp (4.24/3.14)
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Received: by peabody.amiga.uucp (4.24/3.14)
id AAO9582; Tue, 12 Feb 85 06:34:19 pst
Date: Tue, 12 Feb 85 06:34:19 pst
From: kodiak@peabody (Robert [Kodiak] R. Burns)
Return-Path: <kodiak@peabody>
Message-Id: <8502121434.AAO9582@peabody.amiga.uucp>
To: all@peabody
Subject: reserved names
Status: R

Oops, here's the list of reserved names:

abcd	add	adda	addi	addq	addx	and	andi
array	asl	asr	auto	bcc	bchg	bclr	bcs
begin	beq	bf	bge	bgt	bhi	ble	bls
blt	bmi	bne	bpl	bra	break	bset	bsr
bt	btst	bvc	bvs	case	char	chk	clr
cmp	cmpa	cmpi	cmpm	comline	const	continue	
dbcc	dbcs	dbeq	dbf	dbge	dbgt	dbhi	dblc
dbls	dblt	dbmi	dbne	dbpl	dbt	dbvc	dbvs
dc	dcb	default	div	divs	divu	do	double
downto	ds	edata	else	end	entry	eor	eori
equ	etxt	exg	ext	extern	fail	file	float
for	format	function		goto	idnt	if	in
include	int	jmp	jsr	label	lea	link	list
llen	long	lsl	lsr	mask2	mexit	mod	move
movea	movec	movem	movep	moveq	moves	mults	mulu
narg	nbcd	neg	negx	nil	noformat		nolist
noobj	nop	nopage	not	of	offset	opt	or
ori	packed	page	pea	procedure		program	record
reg	register		repeat	reset	return	rol	ror
roxl	roxr	rtd	rte	rtr	rts	sbcd	scc
scs	section	seq	set	sf	sge	sgt	shi
short	sizeof	sle	sls	slt	smi	sne	spc
spl	st	static	stop	struct	sub	suba	subi
subq	subx	svc	svs	swap	switch	tas	then
to	trap	trapv	tst	ttd	type	typedef	union
unlk	unsigned		until	var	while	with	xdef
xref							

From dale@tooter Tue Feb 12 09:42:00 1985
Received: from tooter.amiga.uucp by peachfuzz.amiga.uucp (4.24/3.14)
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Received: by tooter.amiga.uucp (4.24/3.14)
id AAO4742; Tue, 12 Feb 85 09:33:37 pst
Date: Tue, 12 Feb 85 09:33:37 pst
From: dale@tooter (Dale Luck)
Return-Path: <dale@tooter>

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Message-Id: <8502121733.AAO4742@tooter.amiga.uucp>
To: kodiak@peabody
Subject: Re: reserved names
Cc: software@tooter
Status: R

I don't think the list of 68000 mnemonics should be in the list of reserved names.

brought to you by
andy finkel